

Playing Rules for KC Suburban Soccer League

Revised: February 2007

Note: Changes from August 2006 version are highlighted in the Playing Requirements, Modifications, Suspension, and Teams sections.

FIFA Laws of the Game shall apply except as amended within this document.

AGE SPECIFIC RULES: See section on Playing Requirements/Modifications

CANCELLATIONS: see also "Weather Cancellations"

1. The hosting league is responsible for rescheduling the game, not the KC Suburban Soccer League scheduler.
2. If due to weather a game is suspended in the first half, it shall be replayed from the start. If the game is suspended after the kick-off for the second half has occurred, it shall be recorded as a completed game.
3. The program is not responsible for any fees association with games suspended due to weather.
4. If found before the start of the game that the KC Suburban Soccer League requirements cannot be met, other than the number of players, the game may be postponed.
5. Both teams must be present with the minimum number of players needed to start a game before a postponement can be requested.
6. The program is not responsible for paying referee fees for games that are postponed because the KC Suburban Soccer League playing requirements, other than number of players, could not be met.

DISCIPLINARY ACTIONS: see "Protest"

EQUIPMENT:

1. Only peel-n-stick line up cards and referee (tri) fold cards issued by this program will be accepted for KC Suburban Soccer League games.
2. If the correct game/line up card is not completed, the time will count towards that teams' forfeit time to complete the correct one. Players should be listed in shirt (jersey) number order with the full first and last name of each.
3. Players must all have numbered shirts (jerseys) of a like color and style. Shirt (jersey) numbers for each member of a team must be different.
4. In the recreational and developmental (B & C) levels, the shorts and socks do not have to match.

5. In the competitive level (A), players must be dressed alike.
6. Goalies must wear a color that distinguishes them from the rest of the players and referees.
7. No players at any level will be penalized or prevented from playing for slight color differences, extra stripes on shorts, etc.
8. Earrings, jewelry, hair beads, braids, dreadlocks, headbands, bandanas, ponytails, etc. being allowed each game is left up to the discretion of the center referee. If he deems it to be dangerous, unnecessary or possibly being used as a weapon, the referee may instruct the item to be removed, taped, or pinned up. Failure to comply will result in that player being removed from the game until the problem is corrected.
9. Toe cleats (i.e.: baseball/football shoes) are not allowed unless the cleat is removed to the referees satisfaction. No metal cleats allowed.
10. Shin guards are required and must be under and covered entirely by the socks.
11. Goalies may wear baseball caps.
12. Players are allowed to wear gloves and stocking hats on those days when the weather would require them.
13. Full length jogging pants, sweatshirts or jackets may be worn on days the weather require them. Jogging pants should be worn over the shorts. Sweatshirts or jackets must be under the shirt (jersey) so the number is visible.
14. Sliding pants must be above the top of the knee. Color is of no bearing.
15. Cast, knee braces, anything except shin guards made of rigid material must be covered with at least $\frac{1}{2}$ inch of foam and also be approved by the center referee. All edges must be completely covered so they do not show.
16. Players must have shirts tucked in at the beginning of each quarter or half. Referees are to remind players if they do not. If a player refuses to tuck in the shirt as instructed they will be cautioned (carded) for dissent.
17. Should a player be sent off the field to correct, get, or change any part of their uniform, equipment, etc., they shall not be allowed back onto the field until approved by the referee.
18. Play will not be stopped for the uniform/equipment changes or corrections to be made. Player may re-enter the game on the next substitution opportunity. No substitution will be allowed for this infraction.
19. Though penny's are normally available at KC Suburban Soccer League locations, it is still advisable to have an alternate shirt in case of color conflicts.
20. Home team is responsible for color change.
21. Foam goalie helmets are optional.

FORFEITS: see also "Schedules"

1. Forfeits are subject to review by the program Board of Directors.
2. Forfeited games will not be rescheduled unless the forfeiting team prepays the referee fees due for the game to be rescheduled and the team that received the win wishes to replay. Standings stay the same.
3. Games are not forfeits if found there was a scheduling error. The game will be rescheduled with the member league causing the error being responsible for payment of referee's fees for the rescheduled game.

4. Reschedule fee must be paid forty-eight (48) hours in advance of the rescheduled game or the game will be canceled.
5. Teams have ten (10) minutes past the scheduled game time to properly man the field before a forfeit will be called.
6. If games are running late it shall be ten (10) minutes from the time designated by the referee.
7. Failure of a coach/team official to remain out of sight and out of sound after being sent off or receiving a Red Card may result in a forfeit.

GAME CONDUCT

Coaches are responsible for the conduct of their players and spectators. If a spectator's conduct warrants the issuance of a Yellow and/or Red card, it will be considered as awarded to the coach.

Physical violence, foul and/or abusive language, or harassment will not be tolerated. Such conduct will be reported even in situations where cards were not issued. Any incident of a player or coach issued a Red Card for physical violence, assault, or abuse directed against a referee or assistant referee will be subject to an automatic review by the KCSSL Board of Directors. The use of noise making or amplifying devices is prohibited. Carded team officials are prohibited from smoking on the sidelines during a scheduled KCSSL game.

The referee(s) are in complete charge of the field and adjacent areas from the time they arrive at the game site until they depart. The referee(s) is (are) empowered to:

1. Rule on what equipment or accessories are considered dangerous;
2. Issue Yellow or Red cards during that entire period;
3. Terminate a game for coach, players, or spectator misconduct.
4. Refuse to allow the game to be played if, in the referee's judgment, the field is unplayable.

INJURIES

1. For safety reasons, any injured players, excluding the goalie, that causes the game to be stopped due to injury, must be removed from the game but may re-enter on the next substitution opportunity.
2. A 1-for-1 substitution will be allowed on injuries meaning both teams may sub one (1) player.
3. If blood is present on the player, shirt (jersey), or any clothing worn by the participant, the blood must be removed. The participant may replace that article of clothing in order to re-enter the game. Clothing substitutes do not have to match the uniform but should distinguish them from the other team. Again, penny's are normally available at most fields.
4. Open injuries/wounds must be covered to the referees satisfaction. Blood must not be showing.

LINE UP CARDS

1. KC Suburban Soccer League will provide peel-n-stick line up cards to all teams involved in the program. These are the only line up cards that will be accepted. These cards will be provided to each league via their KC Suburban Soccer League Representative.
2. All teams will receive at least eight (8) lineup cards per session.
3. Line up cards are to be completed as instructed at the top of each card.
4. The team name, team number and coach's name must be the same as shown on the game schedule for that session.
5. KC Suburban Soccer League will provide the game (ref tri-fold) cards.

PASSES and ROSTERS

1. All participants must have the correct player/coach pass.
2. Passes are required at each game starting with the 1st game of the session.
3. Passes must be signed by the person it is issued to. A recent wallet sized photo must be attached. After pass has been signed and photo attached they must be laminated.
4. U6 players may have their parent sign the pass for them.
5. Any player not having the required pass and/or completed correctly, will be excluded from play until the problem is corrected.
6. Passes are to be checked before the start of each game. If not available at the start of the game, that team has until the end of the game to provided them or forfeit the game.
7. If passes must be checked at the end of the game, all players appearing on the line up card for that game, whether they played or not, are to remain. If they do not, the game will be considered a forfeit by the KC Suburban Soccer League scheduler.
8. Referees are not to retain passes. Once checked in they are to be returned to the coach.
9. If a red card is issued, the pass still remains with the coach. The suspension is to be noted on the game card both by the players name and on the back in the area allocated for "Cards Issued".
10. Each team is to have at least a copy of their current league (state) roster at each game.

PLAYING REQUIREMENTS (Modifications)

1. Field markings will conform to the US Youth soccer guidelines.
2. All teams U12 and younger, must be playing small-sided games.
3. The following guidelines have been established for the age based divisions participating in the KC Suburban Soccer League program.

DIVISION	MAX #	MIN #	ROSTER limit	# OF REFS	OFF-SIDES	FIELD SIZE	GOAL SIZE (or smaller)	BALL SIZE	DURATION OF GAME
U5&6	3	2	6	1	NO*	15-20 x 20-30 YDS	4 x 6 FEET	3	(4) 8 MIN QTS
U7&8	5	3	9	1	NO*	20-30 X 40-50 YDS	6 X 12 FEET	3	(4) 10 MIN QTS
U9 & 10	8	5	14	3	YES	40-50 X 70-80 YDS	7 X 21 FEET	4	(2) 25 MIN HALF
U11 & 12	9	6	16	3	YES	45-55 X 75-95 YDS	8 X 24 FEET	4	(2) 30 MIN HALF
U13,14& 15	11	7	18	3	YES	65-75 X 100-120 YDS	8 X 24 FEET	5	(2) 35 MIN HALF
U16	11	7	18	3	YES	65-75 X 100-120 YDS	8 X 24 FEET	5	(2) 40 MIN HALF
U17-19	11	7	22	3	YES	65-75 X 100-120 YDS	8 X 24 FEET	5	(2) 40 MIN HALF

4. All referees are USSF Licensed. For U8 and below games, referees can do a one man system but member clubs/leagues may opt for two at their discretion for the U8 and below games. All other games will be a three man system.
5. If a 3rd USSF referee cannot be found, a club linesman will be used for all U12 and up games.
6. There shall be a five (5) minute half time between the 2nd and 3rd quarters or between the 1st and 2nd half.
7. Length of games may be shortened to accommodate weather or light conditions. This should be done equally for each quarter or half and declared before the start of the game.
8. Mercy Rule: If in the 2nd half one team is ahead of the other by ten (10) or more goals, the referee is to ask the losing team if they want the game stopped thus awarding the win to the other team. This is a one time offer. If the losing team refuses the offer, the game is to be played to its completion. See also "Suspension of Game".

MODIFICATIONS

9. U5/6: 3v3
 - a. There is no off-sides unless a player is intentionally "camped" inside the penalty area. If so, the opposing team shall receive an indirect kick.
 - b. All free kicks which occur as a result of a foul shall be indirect.
 - c. All U6 players are allowed a 2nd attempt on all kick-offs, corner kicks, etc. if the 1st attempt was incorrect. If the 2nd attempt is still incorrect, the ball will be considered "in play" provided it is on the playing field. Goal kicks must clear the penalty area.
 - d. There are NO goalkeepers.
 - e. No throw-ins, a ball leaving play on either touchline will be restarted outside the touchline with a kick in from the spot the ball crossed.
 - f. Goal area for U6 is 3 yards out from each goal post and extends two yards in from goal line.
10. U7/8: 5v5
 - a. There is no off-sides unless a player is intentionally "camped" inside the penalty area. If so, the opposing team shall receive an indirect kick.
 - b. All free kicks which occur as a result of a foul shall be indirect.

- c. 5v5 includes a goal keeper.
 - d. Direct and indirect kicks do not receive a 2nd attempt.
 - e. Goal kicks will be allowed anywhere inside the goal area.
 - f. Throw-ins, a ball leaving play on either touchline will be restarted outside the touchline with a throw-in from the spot the ball crossed. A 2nd attempt will be allowed if the 1st attempt was incorrect.
 - g. Goal area is 2 yards out from each goal post and extends 4 yards into the field from goal line.
 - h. Penalty area is 6 yards out from each goal post and extends 6 yards into the field from goal line.
11. U9/10; 8v8
- a. 8v8 includes a goal keeper.
 - b. Goal area is 6 yards out from each goal post and extends 6 yards in from goal line.
 - c. Penalty spot is ten (10) yards out from the center of goal line.
 - d. Penalty area is 14 yards out from each goal post and extends 14 yards into the field from the goal line.
12. U11/12; 9v9
- a. 9v9 includes a goal keeper.
 - b. Any U10 team wishing to play up to U12 or higher, whether it be for this program or tournaments, must have at least one (1) player of that age rostered to their team. If so, that team is no longer considered U10 for this program.
 - c. That team may participate as a U10 team in tournaments if so allowed by MYSA policy and if said added player/players do not participate in the event.
 - d. Goal area is 6 yards out from each goal post and extends 6 yards in from goal line.
 - e. Penalty spot is ten (10) yards out from the center of goal line.
 - f. Penalty area is 14 yards out from each goal post and extends 14 yards into the field from the goal line.
13. U13 and above; 11v11
- a. High school teams (U16-U19) will play by USYS Rules as modified, not high school rules (National Federation (NF)).
 - b. Goal area for is 6 yards out from each goal post and extends 6 yards in from goal line.
 - c. Penalty spot is twelve (12) yards out from the center of goal line.
 - d. Penalty area is 18 yards out from each goal post and extends 18 yards into the field from the goal line.

REFEREES: see also "Playing Requirements"

1. Shall abide by the guidelines set by this program for games played within this program.
2. Are responsible for checking passes before the start of each game.

3. Shall note any problems with passes (i.e.: didn't have, missing, not complete, etc.) on their portion of the game card.
4. Unless otherwise approved by the KC Suburban Soccer League board, all referees including assistant referees, are to be older than the age division that is playing.

SCHEDULES

1. Once the master schedule has been issued, each member league is responsible for any rescheduling or conflicts that arise.
2. Member clubs/leagues are responsible for any errors pertaining to their teams before and after the master schedule is issued - upon approval of the Master Scheduler.
3. Games will be scheduled Monday through Sunday with emphasis on the weekends.
4. The final date for each session includes one (1) additional week.
5. Every effort will be made for U19 games to be played on Sunday but cannot be guaranteed.
6. Games will be scheduled on any date between the dates set by KC Suburban Soccer League that the member league has available and a team did not request off for.
7. Teams need to be aware that games, especially make up games, can and will be scheduled up to the last date set for the session.
8. Teams refusing to reschedule on a date the host league has available and the team did not request off, due to the team making other commitments, need be aware that the host league does not have to accommodate them. The game does not have to be rescheduled and the team will receive a forfeit.

SCHEDULING REQUESTS: see also "Conflicts" and "Schedules"

1. Teams needing special scheduling requests need to report these to their member leagues scheduler or representative who in turn is to report it to the KC Suburban Soccer League scheduler by the date set for that session.
2. KC Suburban Soccer League can only accommodate "reasonable" requests that are turned in on time.
3. Requests received after schedules are done, must be approved by the opposing coach and the home scheduler. All requests must be turned in before Wednesday of the week that the game is to be played. If not approved it will be a forfeit subject to review, if requested, by the KC Suburban Soccer League board.
4. Coaches with two (2) teams are to inform their member league scheduler so they can assure that enough time is allowed between games.
5. No team may request "no weeknight games" unless that team has a traveling time of one (1) hour or more.
6. Only two (2) scheduling requests per team will be allowed or honored. That can be two (2) weekends (due to tournaments) off. Exception being U10 -U15 A or A1 level teams. They are allowed three (3).
7. Teams that are boys (co-ed) must play in the boys division and teams that are all girls must play in the girls division.

SCORES

1. Each member league must have one (1) person in charge of logging and reporting scores on the website location provided.
2. These scores should be for all games played Monday through Sunday of the previous week.
3. Scores that need to be recorded as forfeits need to be noted as such with a 1-0 score.

SPECTATORS

1. Coaches are responsible for and will be held accountable for their players, parents, and spectators' actions.
2. Parents and spectators are to remain on the opposite side of the field from the players and coaches. They must remain at least three (3) feet back from the sidelines and not go past the top of each team's penalty area.

START of PLAY: see also "Equipment" and "Referees"

1. The minimum number of players along with player passes, copy of state roster, and completed line up card are required before the start of the game.
2. If passes are not available at the start of the game, the team has until the end of that game to provide them.
3. Referees will attempt to check teams in fifteen (15) minutes before the start of the game so arrive early.
4. Players not able to be checked before the start of the game, may not enter the game until they have been properly checked in by one of the referees involved with that game.
5. Games will not be stopped to check players in.
6. All players must remain until the referee has checked all passes.
7. Required line up cards are to be completed as explained at the top of the card.
8. Team number is the number showing on the schedule for that session. It is not your MYSA team number that shows on your player passes.
9. Teams are required to have a copy of the league roster with them at all games.

SUBSTITUTIONS

1. When a player receives a yellow card they must be substituted. The 1-for-1-substitution rule, which allows the opposing team to also sub, will apply.
2. Teams are not allowed to put a substitute in for a player that's been suspended (ejected) during the game.
3. Free and unlimited substitutions shall apply to all games.
4. Substitutes may not enter the field of play during the game without the permission of the referee.

5. Substitutions may be made on any goal kick, after a goal, between halves, when their team possesses the ball prior to a throw in or when the opposing team does a substitution on their throw in.
6. U-06 teams may substitute at any time the ball is out of play with the permission of the Referee.
7. If the game is stopped for an injury, the injured player (except the goalie) must be taken off the field and a substitute be played. Again, the 1-for-1 rule applies.
8. Coaches must inform the referee of a goalie substitution.

SUSPENSION of GAME

1. Games may only be suspended by an adult referee, head referee or member league official associated with the member league hosting the game.
2. If the game is being officiated by a minor under the age of eighteen (18), they must confer with someone listed in #1.
3. Once a decision has been made, the center referee, even if a minor, is the only one that can announce the suspension. The referee is to note this information on the game card at the time of the suspension.
4. Mercy Rule: If in the 2nd half one team is ahead of the other by ten (10) or more points, the referee is to ask the losing team if they want the game stopped thus awarding the win to the other team. This is a one time offer. If the losing team refuses the offer, the game is to be played to its completion. See also "Playing Requirements", item # 9.

SUSPENSIONS (RED CARD EJECTIONS)

1. Suspensions are to be served immediately and apply to the next game played for the team that suspended person played for when they received the suspension. The suspension does not apply to other teams the suspended person may participate with.
2. Suspended person must leave the playing field area immediately or risk causing their team to forfeit.
3. Referees may instruct the suspended person to leave the playing complex.
4. Each member leagues referee assignor is to report suspensions to the KC Suburban Soccer League referee assignor who is then to report that suspended person to their home member league.
5. The member league of the suspended person, the host member league of that team's next game, and the KC Suburban Soccer League communications referee are responsible for making sure the suspensions are upheld.
6. If the suspension was issued by that team's home member league, that member league is to still report the suspension to the appropriate persons.
7. Suspensions apply to the next game played.
8. If the game the suspension applied to is canceled, the suspension carries over to the next scheduled game for the team the suspended person was participating with then the suspension was issued.

9. If a suspended player's name appears on the line up card, it must be marked out before the team is checked in and the game begins. If not, it will be assumed the suspended player participated which will result in a forfeit being declared.
10. Any suspended person participating in a game will receive an additional suspension of at least one (1) game. Additional penalties may be imposed.
11. Any coach playing a suspended player will receive a suspension of at least one (1) game. Additional penalties may be imposed.
12. Any suspended coach, manager, trainer, or assistant participating in a game during his/her suspension will receive an additional suspension of at least one (1) game. Additional penalties may be imposed.
13. A player receiving a 2nd red card in a session shall be suspended from KC Suburban Soccer League for the rest of that session. This suspension does not carry over to the next session.

TEAMS

1. A maximum of three (3) coaches registered to the team will be allowed on or in the player's area of the sideline during the game.
2. Though players may be registered to two (2) or more teams, they may not participate with more than one (1) team in the same playing level.
3. Playing levels are and will be listed as such on the schedules:
 - ~ "A" - competitive (strong competitive and recreational teams)
 - ~ "B" - Developmental (strong recreational and weak competitive teams)
 - ~ "C" - Recreational - teams must be carded as recreational and consist of new and weaker recreational teams
4. Teams are bracketed each session according to their standings from the previous session, known strength, or per teams request if it's reasonable.
5. Teams shall consist of any player registered with their home state association that falls within the age guidelines set by USSF and USYS and have met the member clubs/leagues requirements.
6. Guest players are not allowed.

WEATHER CANCELLATIONS

1. Coaches are responsible for calling the rain out number of the host member league their game is scheduled to be played at that day.
2. If no message or not updated, then assume the games are still being played.
3. Listen to the complete message. At times, depending on conditions, only certain games may be canceled.